

# CS-504 Software Engineering-1 Update MCQS For Final Term Solve By Vu Topper RM

85% To 100% Marks



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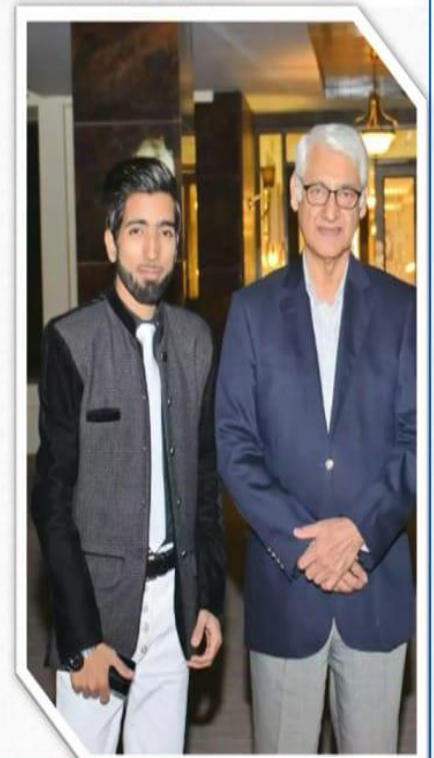
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**Question No:1**

**(Marks:1)**

**Vu-Topper RM**

To determine the architectural style or combination of styles that best fits the proposed system, requirements engineering is used to uncover

A. Algorithmic complexity

**B. Characteristics and constraints**

**Page 126**

C. Control and data

D. Design patterns

**Question No:2**

**(Marks:1)**

**Vu-Topper RM**

The three basic principles that guide maintainability are: (a)clarity (b)enhancement (c)flexibility (d)simplicity

A. Abc

**B. Acd**

C. Cba

D. abd

**Question No:3**

**(Marks:1)**

**Vu-Topper RM**

A necessary supplement to transform or transaction mapping needed to create a complete architectural design is

A. The data dictionary

B. Test cases for each module

C. Entity relationship diagrams

**D. Processing narratives for each module**

**Page 422**

**Question No:4**

**(Marks:1)**

**Vu-Topper RM**

Which one of these is a correct short cut used by the programmer?

**A. x\*=a**

B. x=\*a

C. x\*a=

D. =a\*x

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**Question No:5**

**(Marks:1)**

**Vu-Topper RM**

In the switch statement, cases should always end with a -----statment.

Switch

- A. Go
- B. Stop
- C. Loop

**D. Break**      **Page 167**

**Question No:6**

**(Marks:1)**

**Vu-Topper RM**

In Client server model, the application is modeled as a set of .....that are provided by servers.

- A. Requests
- B. Protocols

**C. Services**      **Page 127**

D. Requirements

**Question No:7**

**(Marks:1)**

**Vu-Topper RM**

using proper paranthesis normally makes the code

- A. Easy to read
- B. Less ambiguous
- C. Easy to understand

**D. All of the given options**

**Question No:8**

**(Marks:1)**

**Vu-Topper RM**

Charles Simonyi first discussed Hungarian Notation. He was of ———.

- A. IBM
- B. Dell
- C. Cisco

**D. Microsoft**      **Page 152**

**Question No:9**

**(Marks:1)**

**Vu-Topper RM**

STL Stnads for -----

- A. Standard Type Link
- B. Standard Type Link
- C. Standard Tempo Line

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**Question No:10**

**(Marks:1)**

**Vu-Topper RM**

Performance, Security and maintainability are the types of \_\_\_\_\_ requirements.

- A. Domain
- B. Business
- C. Functional

**D. Non-Functional**

**Page 120**

**Question No:11**

**(Marks:1)**

**Vu-Topper RM**

Complex expressions:

- A. Make the code easy to modify
- B. Make the code easy to understand
- C. Does not affect understandability

**D. Make the code difficult to modify**

**Page 164**

**Question No:12**

**(Marks:1)**

**Vu-Topper RM**

Goto statements violate the idea of

- A. Control structure
- B. Structured code
- C. Repetition structure
- D. Object-oriented code

**Page 164**

**Question No:13**

**(Marks:1)**

**Vu-Topper RM**

Which of the following is used for multi level commenting?

- A. // comment
- B. (Comment)
- C. /\* Comment/\*

**D. /\* Comment \*/**

**Question No:14**

**(Marks:1)**

**Vu-Topper RM**

Names representing methods and functions should be----and written in mixed case starting with -----case.

- A. Noun—lower

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B. Noun —upper

C. Noun—upper

**D. Verb and lower** Page 150

**Question No:15** (Marks:1)

**Vu-Topper RM**

Vertical partitioning is also known as.....

A. Balancing

B. Mutating

**C. Factoring** Page 135

D. Parallelizing

**Question No:16** (Marks:1)

**Vu-Topper RM**

Client server model tries to .....data and processing.

A. Merge

B. Clone

C. Proceed

**D. Distribute** Page 127

**Question No:17** (Marks:1)

**Vu-Topper RM**

Switch statement is equal to \_\_\_\_\_ statement.

A. If

B. if-else

C. nested if

**D. if-else if** Page 167

**Question No:18** (Marks:1)

**Vu-Topper RM**

Vertical partitioning divides the architecture application from a ..... making perspective.

A. Move

B. Design

C. Conclusion

**D. Decision** Page 135

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**Question No:19**

**(Marks:1)**

**Vu-Topper RM**

Logical view in Krutchin's 4+1 architectural view model captures\_\_\_\_\_.

**A. Object model of the design**

B. Concurrency and synchronization aspects of the design

C. Static organization of the software in its development environment

D. Mapping(s) of the software onto the hardware and reflects its distributed aspect.

**Question No:20**

**(Marks:1)**

**Vu-Topper RM**

Constant values used in the program are called\_\_\_\_\_.

A. Real Numbers

**B. Magic numbers**

C. Positive Numbers

D. Constant Numbers

**Question No:21**

**(Marks:1)**

**Vu-Topper RM**

Class variables should never be declared public. Public variables violate which of the following:

A. Encapsulation

B. None of the given

C. Information hiding

**D. Information hiding and Encapsulation**

**Page 161**

**Question No:22**

**(Marks:1)**

**Vu-Topper RM**

Thin Client Model is one of the configurations of .....Model.

A. Layered

B. Reference

C. Data-centered

**D. Client Server**

**Page 130**

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**Question No:23**

**(Marks:1)**

**Vu-Topper RM**

Patterns are devices that allow programs to share knowledge about their

-----.

A. Code

**B. Design**

**Page 137**

C. Analysis

D. Implementation

**Question No:24**

**(Marks:1)**

**Vu-Topper RM**

Which of the following shows a commented statement in C++.

A. # Ans = first + second

B. \\ Ans = first + second

C. /# Ans = first + second

**D. // Ans = first + second**

**Question No:25**

**(Marks:1)**

**Vu-Topper RM**

Variables should be initialized where they are -----and they should be declared in the -----scope possible.

A. Scope possible.

B. Defined and smallest

C. Declared and medium

**D. Declared and smallest**

**Page 158**

**Question No:26**

**(Marks:1)**

**Vu-Topper RM**

Static structural model shows the major system.....

A. Leaks

B. Activities

C. Objectives

**D. Components**

**Page 126**

**Question No:27**

**(Marks:1)**

**Vu-Topper RM**

The method of dividing and assigning different portions of a large system to different groups for construction is called \_\_\_\_\_ .

A. Work Basic Structure

B. Work Breakdown System

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C. Working Boundary Structure

**D. Work Breakdown Structure**

**Page 119**

**Question No:28**

**(Marks:1)**

**Vu-Topper RM**

Architectural design process involves performing a number of activities which includes system structuring, control modeling and \_\_\_\_\_ .

A. Testing

B. System Analysis

**C. Modular Decomposition**

**Page 120**

D. Graphical User Interface

**Question No:29**

**(Marks:1)**

**Vu-Topper RM**

Software architecture must address \_\_\_\_\_ requirements of a software system.

A. Functional

B. Non-functional

C. User Interface Requirements

**D. Both functional and non-functional.**

**Page 120**

**Question No:30**

**(Marks:1)**

**Vu-Topper RM**

A useful technique for evaluating the overall complexity of a proposed architecture is to look at the component's

A. Size and cost

B. Function points

C. Number and size of components

**D. Flow dependencies and has ring dependencies**

**Question No:31**

**(Marks:1)**

**Vu-Topper RM**

Data-Centered Architectural Style is also called .....

A. Repository model

B. Reference model

**C. Sub system model**

D. Client Server model

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**Question No:32**

**(Marks:1)**

**Vu-Topper RM**

"is" prefix should be used for----- variables and methods.

A. General

**B. Boolean**

**Page 152**

C. Constant

D. None of given

**Question No:33**

**(Marks:1)**

**Vu-Topper RM**

In the N-Tire Architecture,the idea is to enhance scalability and -----  
----- by distributing both the data and the application using multiple  
server machines.

A. Integrity

B. Usability

**C. Performance**

**Page 131**

D. Interoperability

**Question No:34**

**(Marks:1)**

**Vu-Topper RM**

Code should not be:

A. Cryptic

B. Aligned

C. Indented

**D. Commented**

**Page 162**

**Question No:35**

**(Marks:1)**

**Vu-Topper RM**

Issues like system performance, availability, scalability, and security  
are analyzed in \_\_\_\_\_.

A. Code View

B. Logical View

**C. Physical View**

**Page 127**

D. Concurrency View

**Question No:36**

**(Marks:1)**

**Vu-Topper RM**

if (!(block < activeBlock))

is equivalent to:

A. if ((block < activeBlock))

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- B. if ((block == activeBlock))  
**C. if ((block >= activeBlock))**  
D. None of the given

**Question No:37**

**(Marks:1)**

**Vu-Topper RM**

The number \_\_\_\_\_ is the most abused symbol in programs written in C or C++.

- A. 0 Page 169**  
B. 1  
C. 2  
D. 3

**Question No:38**

**(Marks:1)**

**Vu-Topper RM**

N-tier architecture stems from the struggle to find a ----- between the fat-client architecture and the thin-client architecture

- A. Similarity  
B. Concurrency  
**C. Middle ground Page 131**  
D. Distribution point

**Question No:39**

**(Marks:1)**

**Vu-Topper RM**

There are .....layers in OSI reference model.

- A. 5  
B. 6  
C. 8  
**D. 7 Google**

**Question No:40**

**(Marks:1)**

**Vu-Topper RM**

The criteria used to assess the quality of an architectural design should be based on system.

- A. Functionality  
B. Data and control  
C. Implementation details  
**D. Accessibility and reliability Page 404**

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**Question No:41**

**(Marks:1)**

**Vu-Topper RM**

Identifier names also play a significant role in enhancing the ----- of a program.

- A. Reliability
- B. Writ ability
- C. Readability**
- D. All of given

**Page 148**

**Question No:42**

**(Marks:1)**

**Vu-Topper RM**

-----provides a unified interface to a set of interfaces in a sub-system.

- A. Observer Pattern
- B. Singleton Pattern
- C. Façade Pattern**
- D. All of the above

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**Question No:43**

**(Marks:1)**

**Vu-Topper RM**

Fat Client Model is one of the configurations of .....Model.

- A. Data
- B. Layered
- C. Centered
- D. Client Server**

**Question No:44**

**(Marks:1)**

**Vu-Topper RM**

The clients and servers, in a client server environment, are connected through \_\_\_\_\_.

- A. Interface
- B. Groupware
- C. Framework
- D. Middleware**

**Page 129**

**Question No:45**

**(Marks:1)**

**Vu-Topper RM**

Distributing the responsibilities to different subsystems so that we get a software system which is easy to maintain, is called .....the architecture.

- A. Cloning

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- B. Balancing
- C. Subtracting

**D. Partitioning**

**Page 138**

**Question No:46**

**(Marks:1)**

**Vu-Topper RM**

which of the following statements are same in output:

- 1)  $a = a \gg 2$
- 2)  $a = a / 4$
- 3)  $a = a * 2$

- A. and (3) only
- B. (2) and (3) only

**C. (1) and (2) only**

**Page 168**

- D. All produce the same result

**Question No:47**

**(Marks:1)**

**Vu-Topper RM**

Which one of these represents the Krutchen's 4+1 architectural view model?

- A. Dynamic view, Process view, Physical view, Development view, Use case view
- B. Logical view, Process view, Physical view, Development view, Sequence view

**C. Logical view, Process view, Physical view, Development view, Use case view**

- D. Logical view, Dynamic view, Physical view, Development view, Use case view

**Question No:48**

**(Marks:1)**

**Vu-Topper RM**

\_\_\_\_\_ is concerned with decomposing a system into interacting sub-systems.

- A. Control Modeling
- B. System Structuring**
- C. Work breakdown structure
- D. Work Breakdown Structure

**Page 121**

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**Question No:49**

**(Marks:1)**

**Vu-Topper RM**

A \_\_\_\_\_ is a system component that provides services to other components but would not normally be considered as a separate system.

A. Message

B. Method

**C. Module**

**Page 121**

D. Relationship

**Question No:50**

**(Marks:1)**

**Vu-Topper RM**

In the architecture trade-off analysis method the architectural style should be described using the

A. module view and process view

B. data Flow view and module view

C. data Flow view and process view

**D. data Flow view, module view and process view** **Page 403**

**Question No:51**

**(Marks:1)**

**Vu-Topper RM**

Thin Client Model places a heavy processing load on.....

A. Only Server

B. Only Network

**C. Both Server and Network** **Page 133**

D. Neither server nor network

**Question No:52**

**(Marks:1)**

**Vu-Topper RM**

Physical view in Krutchen's 4+1 architectural view model captures

A. Object model of the design

B. Concurrency and synchronization aspects of the design

C. Static organization of the software in its development environment

**D. Mapping(s) of the software onto the hardware and reflects its distributed aspect.**

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**Question No:53**

**(Marks:1)**

**Vu-Topper RM**

1)  $x = (a + 2 > 3) ? a : a - 1 ;$

2)  $\text{if}((a + 2) > 3)$

$x = a;$

$\text{else}$

$x = a - 1;$

**A. Statement (1) is more complex than (2)**

B. Both statements are very complex

C. None of the given options

D. Statement (2) is more complex than (1)

**Question No:54**

**(Marks:1)**

**Vu-Topper RM**

Development view in Krutchen's 4+1 architectural view model captures

A. Object model of the design

B. Concurrency and synchronization aspects of the design

**C. Static organization of the software in its development environment**

D. Mapping(s) of the software onto the hardware and reflects its distributed aspect

**Question No:55**

**(Marks:1)**

**Vu-Topper RM**

The form for (;;) should be used for.

A. Nested loop

**B. Empty loop**

C. More than 1000 iterations

D. less than 1000 iterations

**Question No:56**

**(Marks:1)**

**Vu-Topper RM**

Which of following is among ten things, which the basic template of GOF design pattern includes.

A. IQ

**B. Context**

**Page 142**

C. Performance

D. Requirements

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**Question No:57**

**(Marks:1)**

**Vu-Topper RM**

\_\_\_\_\_ and \_\_\_\_\_ are two important tools that helps in managing the program complexity.

- A. Modularity, Composition
- B. Aggregation, Inheritance
- C. Composition, Inheritance

**D. Abstraction, Encapsulation**

**Page 170**

**Question No:58**

**(Marks:1)**

**Vu-Topper RM**

Software \_\_\_\_\_ is the process of examining the software product against its requirements.

A. Fixing

**B. Testing**

**Page 192**

C. Debugging

D. Exception handling

**Question No:59**

**(Marks:1)**

**Vu-Topper RM**

Alpha testing is:

A. Validation against user expectations

B. Testing a collection of dependent components

C. Testing individual components independent of other components

**D. Acceptance testing for customized projects, in-house testing for products**

**Page 198**

**Question No:60**

**(Marks:1)**

**Vu-Topper RM**

A function should not be larger in any case and should not exceed \_\_\_\_\_ in length.

A. Half page

**B. One page**

**Page 150**

C. Two pages

D. Three Pages

**Question No:61**

**(Marks:1)**

**Vu-Topper RM**

Bit fields are a convenient way to express many difficult operations.

However, bit fields suffer from one problem

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- A. Lack of security
- B. Lack of usability
- C. Lack of portability**
- D. Lack of performance

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**Question No:62**

(Marks:1)

**Vu-Topper RM**

When a small set of functions (which use each other) is so overwhelmingly the bottleneck, there are two alternatives:

- A. Debug the code OR place assertions in code
- B. Remove the functions OR add more functions
- C. Use a better algorithm OR re-write the code**
- D. Changed programming language OR compiler at least

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**Question No:63**

(Marks:1)

**Vu-Topper RM**

\_\_\_\_\_ identifies which statements in a method or class have been executed.

- A. Class Coverage
- B. Brach Coverage
- C. Method Coverage

**D. Statement Coverage** Google

**Question No:64**

(Marks:1)

**Vu-Topper RM**

if a major rework is required to translate a program written for one environment to another, it means code is not or less \_\_\_\_\_

- A. Secure
- B. Bug Free

**C. Portable** Page 179

D. Platform dependent

**Question No:65**

(Marks:1)

**Vu-Topper RM**

which one is correct?

- A. Double total=.5;
- B. Double total=.50;
- C. Double total=0.5;**
- D. All of the given

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**Question No:66**

**(Marks:1)**

**Vu-Topper RM**

Which indent size eliminates the chance of code lines splitting?

**A. 2**

B. 4

C. 3

D. 6

**Question No:67**

**(Marks:1)**

**Vu-Topper RM**

White box testing is performed to test the \_\_\_\_\_ of the program.

A. Logic

B. Flow

C. Syntax

**D. Structure**

**Page 198**

**Question No:68**

**(Marks:1)**

**Vu-Topper RM**

Testing of collection of modules to discover interfacing problems among interacting modules is called

A. Unit testing

B. Module testing

C. System testing

**D. Subsystem testing**

**Page 198**

**Question No:69**

**(Marks:1)**

**Vu-Topper RM**

Unit Testing will be done by

A. Testers

B. End Users

C. Customer

**D. Developers**

**Page 207**

**Question No:70**

**(Marks:1)**

**Vu-Topper RM**

Which of the following is not a possible server in client server environment?

A. File Server

**B. Time Server**

**Page 132**

C. Database Server

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D. Transaction Server

**Question No:71**

**(Marks:1)**

**Vu-Topper RM**

Global variables in C++ should always be referred to by using the:

A. Operator

**B. :: operator** **Page 153**

C. Without an operator

D. None of the given

**Question No:72**

**(Marks:1)**

**Vu-Topper RM**

In order to make a code more portable, Instead of using vendor specific language extensions, use \_\_\_\_\_ as much as possible

A. ISO

**B. STL** **Page 179**

C. ANSI

D. CMMI

**Question No:73**

**(Marks:1)**

**Vu-Topper RM**

There are \_\_\_\_\_ basic coding structures.

A. One

B. Two

C. Five

**D. Four** **Page 200**

**Question No:74**

**(Marks:1)**

**Vu-Topper RM**

If a function changes the value of some other accessible data object along with returning its value after execution, is called \_\_\_\_\_.

A. Modularity

B. Abstraction

**C. Side Effects** **Page 174**

D. Short Circuiting

**Question No:75**

**(Marks:1)**

**Vu-Topper RM**

The order in which bytes of one word are stored is \_\_\_\_\_ dependent

A. Syntax

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- B. Software
- C. Language
- D. Hardware**

**Page 181**

**Question No:76**

**(Marks:1)**

**Vu-Topper RM**

In \_\_\_\_\_ control can take either of several branches.

- A. If
- B. While
- C. Sequence

**D. Case statement**

**Page 201**

**Question No:77**

**(Marks:1)**

**Vu-Topper RM**

Cyclomatic complexity measures the logical complexity

- A. Worthily
- B. Creditably
- C. Qualitatively

**D. Quantitatively**

**Page 205**

**Question No:78**

**(Marks:1)**

**Vu-Topper RM**

If an application fulfills its specifications but deviates from users expectations or their desired behavior. This means, software is verified but not -----

- A. Traced
- B. Checked
- C. Corrected

**D. Validated**

**Page 192**

**Question No:79**

**(Marks:1)**

**Vu-Topper RM**

\_\_\_\_\_ is the starting point, base document for both testing and the development

- A. Software code
- B. Test case document
- C. Software architecture document

**D. Functional specification document**

**Google**

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**Question No:80**

**(Marks:1)**

**Vu-Topper RM**

Client server is a \_\_\_\_\_ system model.

A. Integrated

**B. Distributed**

**Page 130**

C. Homogeneous

D. Heterogeneous

**Question No:81**

**(Marks:1)**

**Vu-Topper RM**

Exception handling provides:

A. Portability mechanism

B. Code Usability mechanism

**C. Error Handling mechanism**

**Page 184**

D. Both Portability & Code Usability mechanism

**Question No:82**

**(Marks:1)**

**Vu-Topper RM**

When programmers use shortcuts and cryptic codes in their program, \_\_\_\_\_ becomes a major problem.

A. Reusability

B. Readability

C. Availability

**D. Maintenance**

**Question No:83**

**(Marks:1)**

**Vu-Topper RM**

MVC stands for -----

A. Model View Center

B. Modern View Center

**C. Model View Controller**

**Google**

D. Modern View Controller

**Question No:84**

**(Marks:1)**

**Vu-Topper RM**

\_\_\_\_\_ is not a white box testing technique.

A. Path Coverage

B. Branch Coverage

C. Statement Coverage

**D. State Transition Coverage**

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**Question No:85**

**(Marks:1)**

**Vu-Topper RM**

When an error is thrown the overall system (on the lookout for this error flag) responds by \_\_\_\_\_ the error.

A. Ignoring

B. Casting

**C. Catching** **Page 184**

D. All of the given options

**Question No:86**

**(Marks:1)**

**Vu-Topper RM**

The complexity of a program may \_\_\_\_\_ if there are exceptional paths in it

A. Decrease

**B. Increase** **Page 185**

C. Remain same

D. All of given options

**Question No:87**

**(Marks:1)**

**Vu-Topper RM**

for (i =0, col = 0; i < 27; i++, j++)

In the above line of the code, 27 is representing \_\_\_\_\_.

A. Real Numbers

**B. Magic Numbers** **Page 167**

C. Positive Numbers

D. Constant Numbers

**Question No:88**

**(Marks:1)**

**Vu-Topper RM**

Floating point constants should always be written with decimal point and at least

**A. one decimal** **Page 161**

B. two decimal

C. three decimal

D. none of the given

**Question No:89**

**(Marks:1)**

**Vu-Topper RM**

Which one is used to describe flow of data or control in an application

A. Code

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**B. Flow Chart****Page 200**

- C. Class diagram
- D. Use case diagram

**Question No:90****(Marks:1)****Vu-Topper RM**

In case of header files, construction is to avoid ----- errors. The construction should appear in the top of the file (before the file header).

- A. Run time
- B. Logical

**C. Compilation****Page 160**

- D. All of the given

**Question No:91****(Marks:1)****Vu-Topper RM**

Dynamic process model shows the process .....of the system.

- A. Objects
- B. Linkage

**C. Structure****Page 129**

- D. Components

**Question No:92****(Marks:1)****Vu-Topper RM**

A path through a program which is never traversed for any input data is called \_\_\_\_\_.

- A. Feasible path
- B. Dependent path

**C. Infeasible path****Page 206**

- D. Independent path

**Question No:93****(Marks:1)****Vu-Topper RM**

C++ header files should have the extension---- Source files can have the extension ----

- A. .c and .h
- B. .cc and .h

**C. .h and .cpp****Page 158**

- D. All of the given

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**Question No:94**

**(Marks:1)**

**Vu-Topper RM**

It ensures that a class only has one instance and provides a global point of access to it.

- A. Real Pattern
- B. Observer Pattern
- C. Singleton Pattern**
- D. None of the given

**Page 145**

**Question No:95**

**(Marks:1)**

**Vu-Topper RM**

In case of using unrelated operators in a single expression, \_\_\_\_\_ would be the best choice to prevent the logical errors.

- A. Indents
- B. Short Cuts
- C. Comments

**D. Parenthesis**

**Page 166**

**Question No:96**

**(Marks:1)**

**Vu-Topper RM**

\_\_\_\_\_ and \_\_\_\_\_ are important short circuiting logical operators.

- a. AND b. OR c. NOTd. NOR

**A. a&b**

**Page 173**

- B. b&c
- C. c&d
- D. a&c

**Question No:1**

**(Marks:1)**

**Vu-Topper RM**

The greatest advantage of exception handling is its ability to handle:

- A. Syntax errors
- B. Memory errors

**C. Asynchronous errors**

**Page 184**

- D. Control Structure errors

**Question No:97**

**(Marks:1)**

**Vu-Topper RM**

Whole part structure is also called \_\_\_\_\_

- A. Generalization

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## **B. Aggregation**

- C. Association
- D. Specialization

**Question No:98**

**(Marks:1)**

**Vu-Topper RM**

How can we implement generalization in Object Oriented programming languages?

- A. Abstraction

## **B. Inheritance**

- C. Encapsulation
- D. Polymorphism

**Question No:99**

**(Marks:1)**

**Vu-Topper RM**

Specialization means:

- A. Calling the same method with the object of child object
- B. Hiding the data

## **C. Creating new subclasses for an existing class**

**Page 86**

- D. None of the given options

**Question No:100**

**(Marks:1)**

**Vu-Topper RM**

A \_\_\_\_\_ relationship indicates that one entity is composed of one or more parts which are themselves instances of that or another entity.

## **A. Whole -part** **Google**

- B. Inheritance
- C. Generalization
- D. Specialization

**Question No:101**

**(Marks:1)**

**Vu-Topper RM**

In sequence diagram, the objects are organized in a \_\_\_\_\_ line and the events in a \_\_\_\_\_ time line.

## **A. Horizontal, vertical** **Google**

- B. Horizontal, straight
- C. Vertical, straight
- D. Vertical, horizontal

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**Question No:102**

**(Marks:1)**

**Vu-Topper RM**

\_\_\_\_\_ is a tool that can help us in reducing the size of individual functions.

A. Abstraction

B. Inheritance

**C. Modularity**

D. Association

**Page 170**

**Question No:103**

**(Marks:1)**

**Vu-Topper RM**

In Object Oriented Design, combining the services offered by an object with the attributes they work on, results in:

Lower coupling and strong cohesion

Lower cohesion and strong coupling

Increased likelihood of reuse

Decrease the modularity of the system

A. A only

B. B and c only

**C. A and c only**

D. B and c only

**Question No:104**

**(Marks:1)**

**Vu-Topper RM**

As per Peter Coad's methodology, which of the following may not be a perfect candidate for being an object?

A. Zone

B. Garage

C. Recipient

**D. Password**

**Page 93**

**Question No:105**

**(Marks:1)**

**Vu-Topper RM**

In "Point of Sale system", the term "Payment" represents

A. Actor

B. Container

C. Participant

**D. Transaction**

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**Question No:106**

**(Marks:1)**

**Vu-Topper RM**

The \_\_\_\_\_ provides the software engineer with a view of the system as a whole.

- A. Process Model
- B. Business model
- C. Requirements Model
- D. Architectural Model**

**Question No:107**

**(Marks:1)**

**Vu-Topper RM**

Different messages in sequence diagrams includes:

- A. Simple
- B. Notify
- C. Asynchronous

**D. Both Simple and Asynchronous** Page 108

**Question No:108**

**(Marks:1)**

**Vu-Topper RM**

Selecting Objects (in a domain) include:

- A. Only Actors
- B. Only Participants
- C. Only Actors and Places

**D. Actors, Participants and Places**

**Question No:109**

**(Marks:1)**

**Vu-Topper RM**

In order to write a portable code which of the following guideline will not be helpful:

- A. Size of data types
- B. Stick to the standards
- C. Program in the mainstream

**D. Using vendor specific language extensions**

**Question No:110**

**(Marks:1)**

**Vu-Topper RM**

Verification and validation are the processes in which we check a product against its \_\_\_\_\_ and the \_\_\_\_\_ of the users who will be using it

- A. statements, arguments

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B. statements, expectations

C. specifications , arguments

**D. specifications, expectations**

Page 192

**Question No:111**

(Marks:1)

**Vu-Topper RM**

A self documenting code is a code that explains itself without the need of comments and extraneous documentation, like \_\_\_\_\_

**A. All**

B. Flowcharts

C. Process-flow

D. UML diagrams

**Question No:112**

(Marks:1)

**Vu-Topper RM**

Consider the following piece of code:

```
public class Square extends Shape {  
// some code  
}
```

The above code is an example of

A. Part-Whole relationship

**B. Generalization/ Specialization**

C. Data Sharing

D. Data encapsulation

**Question No:113**

(Marks:1)

**Vu-Topper RM**

-----was the first pure Object-Oriented language in which observer pattern was used in implementing its Model View Controller pattern

A. C++

B. JAVA

C. PASCAL

**D. Smalltalk**

**Question No:114**

(Marks:1)

**Vu-Topper RM**

The size of -----plays a significant role in making the program easy or difficult to understand.

A. Object

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B. Data type

**C. Function** Page 170

D. None of the above

**Question No:115**

(Marks:1)

**Vu-Topper RM**

The expressions with logical operators can be evaluated only from-----

A. Right to left

**B. Left to right**

C. Top to bottom

D. Bottom to top

**Question No:116**

(Marks:1)

**Vu-Topper RM**

One of the main reasons to make functions is \_\_\_\_\_

A. Reliability

B. Efficiency

**C. Reusability**

Page 171

D. Maintainability

**Question No:117**

(Marks:1)

**Vu-Topper RM**

Comma is very dangerous because

A. Side effects

**B. All of the above**

C. It creates linkage problem

D. Compiler does not recognize it

**Question No:118**

(Marks:1)

**Vu-Topper RM**

A self-documenting code is that explains itself without need of comments & extraneous documentation, like

**A. All**

B. Flow charts

C. UML diagram

D. PFS diagram

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**Question No:119**

**(Marks:1)**

**Vu-Topper RM**

— & ——— r important short circuiting logical operators

- A. OR
- B. AND
- C. Both**
- D. None

**Question No:120**

**(Marks:1)**

**Vu-Topper RM**

A self-documenting code is a code that explains itself without the need of comments and extraneous documentation, like \_\_\_\_\_

- A. Flowcharts
- B. UML diagrams
- C. Process-flow state diagrams
- D. All of above**

**Question No:121**

**(Marks:1)**

**Vu-Topper RM**

Using proper parenthesis normally makes the code

- A. Easy to read
- B. Less ambiguous
- C. Easy to understand**
- D. All of the given options

**Question No:122**

**(Marks:1)**

**Vu-Topper RM**

Some bit field members are stored: I) left to right II) right to left III) in circular array

- A. Only (I) is true
- B. Only (II) is true
- C. Both (I) and (II) are true**
- D. All of the options (I, II and III) are true

**Question No:123**

**(Marks:1)**

**Vu-Topper RM**

The process that involves verification of product with respect to its written requirements is called \_\_\_\_\_ .

- A. Testing**
- B. Debugging

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- C. Maintenance
- D. Development

**Question No:124** (Marks:1) **Vu-Topper RM**

The C/C++ language has not specified whether \_\_\_\_\_ is arithmetic or logical.

- A. II
- B. &&
- C. Right shift >>**
- D. Right shift

**Question No:125** (Marks:1) **Vu-Topper RM**

Identify the TRUE statement:

- A. Portability effects security
- B. Size of data types vary from one machine to other
- C. Size of control structures vary from one machine to other**
- D. To write portable code, use vendor specific language extensions as much as possible

**Question No:126** (Marks:1) **Vu-Topper RM**

In the classical thin-client architecture, the entire processing is carried-out by -----

- A. Single server**
- B. Multiple servers
- C. Multiple servers
- D. None of the given

**Question No:127** (Marks:1) **Vu-Topper RM**

The C/C++ language does not define the alignment of items within

- A. Unions
- B. Classes
- C. Structures
- D. All of the given options**

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**Question No:128**

**(Marks:1)**

**Vu-Topper RM**

Process view in Kuchen's 4+1 architectural view model captures \_\_.

**A. Object model of the design**

B. Concurrency and synchronization aspects of the design

C. Mapping(s) of the software onto the hardware and reflects its distributed aspect

D. Static organization of the software in its development environment

**Question No:129**

**(Marks:1)**

**Vu-Topper RM**

The key objective(s) of OOD process should achieve the following:

A. The class as far as possible should be Independent , but could be dependent on only a few classes.

B. Interaction between two classes should be explicit.

C. Class hierarchy should be built on specialization of higher class.

**D. All of the given options**

**Question No:130**

**(Marks:1)**

**Vu-Topper RM**

Maintainability and Portability issues are discussed in \_\_\_\_\_.

**A. Code View** **Page 126**

B. Logical View

C. Physical View

D. Functional View

**Question No:131**

**(Marks:1)**

**Vu-Topper RM**

Str = 0;// str is string Which rewritten from of above line of code is more in line with the self-documentation philosophy than the code above.

**A. Str = '\0;**

B. Str = 0.0;

C. Str = false;

D. Str = NULL;

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**Question No:132**

**(Marks:1)**

**Vu-Topper RM**

Struct packed\_struct { unsigned int f1:1; } pack; Here in “packed\_struct”:

- A. Value of f1 =1
- B. Size of f1 = 1 bit
- C. Value of f1 should not exceeded 1**
- D. None of given options

**Question No:133**

**(Marks:1)**

**Vu-Topper RM**

Bit fields allow the packing of data in a structure. using Bit fields we can:

- A. Avoid syntax errors
- B. Read 9-bit integers Page182**
- C. Avoid memory leakages
- D. Avoid memory overflow

**Question No:134**

**(Marks:1)**

**Vu-Topper RM**

In order to write a portable code which of the following guideline will be helpful:

- A. Size of data types
- B. Stick to the standards
- C. Program in the mainstream
- D. All of give options**

**Question No:135**

**(Marks:1)**

**Vu-Topper RM**

x = 0; // x is floating pt.

Which rewritten form of above line of code is more in line with the self-documentation philosophy than the code above.

- A. x = '\0'
- B. x = 0.0; Page 169**
- C. x = false
- D. x = NULL

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**Question No:136**

**(Marks:1)**

**Vu-Topper RM**

The use of comments should be minimized by making the code self-documenting by appropriate name choices and an explicit logical structure.

**True**

False

**Question No:137**

**(Marks:1)**

**Vu-Topper RM**

$x = (a + 2 > 3) ? a : a - 1 ; 2) \text{ if}((a + 2) > 3) x = a; \text{ else } x = a - 1;$

A. Both statements are very complex

B. Statement (2) is more complex than (1)

**C. Statement (2) is more complex than (1)**

D. None of the given options

**Question No:138**

**(Marks:1)**

**Vu-Topper RM**

80/20 rule states that:

A. you spend 20 percent of your time in 80 percent of the code

**B. you spend 80 percent of your time in 20 percent of the code**

**Page 177**

C. We should try to optimized 80 percent or at least 20 percent of the code

D. None of the given options

**Question No:139**

**(Marks:1)**

**Vu-Topper RM**

Be very careful when you use functions with side effects – functions that change the values of the \_\_\_\_\_

A. Objects

B. Classes

C. Structures

**D. Variables**

**Question No:140**

**(Marks:1)**

**Vu-Topper RM**

Comma (,) is very dangerous because

A. Compiler does not recognize this symbol

B. It creates linkage problem

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C. It causes side effects

**D. All of the given options**

**Question No:141**

**(Marks:1)**

**Vu-Topper RM**

\_\_\_\_\_ cause major portability issues

A. Loops

B. Bugs in code

**C. Sizes of data types**

**Page 179**

D. Conditional Structures

**Question No:142**

**(Marks:1)**

**Vu-Topper RM**

A test case involves:

A. Input/output specification plus a statement of the function under test

B. Steps to perform the function

C. Expected results that the software application produces

**D. All of the given options**

**Question No:143**

**(Marks:1)**

**Vu-Topper RM**

The raising of the imaginary error flag is simply called raising or

\_\_\_\_\_ an error

A. Catching

B. Casting

**C. Throwing**

**Page 184**

D. None of given options

**Question No:144**

**(Marks:1)**

**Vu-Topper RM**

In case of a file server, client request selected records from a\_ and the server transmits recorded to client over the network

**A. File**

B. Network

C. Database

D. Local memory

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**Question No:145**

**(Marks:1)**

**Vu-Topper RM**

The idea behind exception handling is to raise some error flag every time \_\_\_\_\_

- A. The code compiles
- B. The code links
- C. Memory is allocated
- D. Something goes wrong**

**Question No:146**

**(Marks:1)**

**Vu-Topper RM**

A \_\_\_\_\_ is a variance from a desired product attribute.

- A. Error
- B. Defect**
- C. Mistake
- D. Exception

**Page 192**

**Question No:147**

**(Marks:1)**

**Vu-Topper RM**

Consider the following statement:

```
int a,b=10;
```

Which of the following is correct:

- A. Variable "a" is initialized to 10
- B. Variable "b" is initialized to 10**
- C. Both
- D. variables "a" and "b" are initialized to 10

**Question No:148**

**(Marks:1)**

**Vu-Topper RM**

Exception handling is a powerful technique that separates error-handling code from \_\_\_\_\_ code

- A. Faulty
- B. Buggy
- C. Normal**
- D. Complex

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**Question No:149**

**(Marks:1)**

**Vu-Topper RM**

Comments are not syntax checked

True

**False**

**Question No:150**

**(Marks:1)**

**Vu-Topper RM**

Modularity is a tool that can help us in increasing the size of individual functions, making them less readable.

**True**

False

**Question No:151**

**(Marks:1)**

**Vu-Topper RM**

Anti- Patterns is another concept that corresponds to common in analysis and design.

A. Mistake

B. Issues

**C. Problems**

D. All of the given

**Question No:152**

**(Marks:1)**

**Vu-Topper RM**

Three tier architecture contains layers.

A. Presentation

B. Application

C. Database

**D. All of the above**

**Question No:153**

**(Marks:1)**

**Vu-Topper RM**

Description of communicating objects and classes that are customized to solved a general problem in a particular context is called.

A. System Patter

B. System Design

**C. Design Pattern**

D. None of the Given

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**Question No:154**

**(Marks:1)**

**Vu-Topper RM**

In the N-tier Architecture, the idea is to enhance scalability and by distributing both data and the application using multiple server machines.

A. Usability

**B. Performance**

C. Interpretability

D. None of the given

**Question No:155**

**(Marks:1)**

**Vu-Topper RM**

STL Stands for \_\_\_\_\_

A. Standard Type Link

B. Standard Tempo Line

**C. Standard Template Library**

D. None of the given

**Question No:156**

**(Marks:1)**

**Vu-Topper RM**

The nominal case should be put in the if-part and the exception in the else-part of an if statement.

**True**

False

**Question No:157**

**(Marks:1)**

**Vu-Topper RM**

The terms get/set must be used where an attribute is accessed.

**Directly**

Indirectly

**Question No:158**

**(Marks:1)**

**Vu-Topper RM**

A self-documented program/code contains the following attribute(s):

A. Size of each function

B. Choice of variable

**C. All of the given choices**

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**Question No:159**

**(Marks:1)**

**Vu-Topper RM**

Comments should NOT be indented relative to their position in the code.

True

**False**

**Question No:160**

**(Marks:1)**

**Vu-Topper RM**

In Client Server model, there application is modeled as a set so — that are provided by server.

A. Application

B. Protocol

**C. Services**

D. All of the above

**Question No:161**

**(Marks:1)**

**Vu-Topper RM**

Façade Pattern provides a unified interface to a set of interfaces in a sub-system.

**True**

False

**Question No:162**

**(Marks:1)**

**Vu-Topper RM**

Which of the is/are among ten things which the basis template of GOF design pattern includes.

A. Problem

**B. Context**

C. Forces

D. All of the above

**Question No:163**

**(Marks:1)**

**Vu-Topper RM**

Zero install architecture does not need any installation on \_\_\_.

A. Server side

**B. Client side**

C. Client & Server Side (Not Sure)

D. None of the above

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**Question No:164**

**(Marks:1)**

**Vu-Topper RM**

A tricky sequence of fall through code using switch statement with no Break statements used, causes more trouble than being helpful.

**True**

False

**Question No:165**

**(Marks:1)**

**Vu-Topper RM**

Which of the following is not part of software architecture?

- A. Database
- B. Data design
- C. Program structure
- D. Algorithm details**

**Question No:166**

**(Marks:1)**

**Vu-Topper RM**

Defining the services of an object means

- A. what it does?**
- B. what it knows?
- C. who knows it?
- D. whom it knows?

**Question No:167**

**(Marks:1)**

**Vu-Topper RM**

The focus of sequence diagrams is:

- A. On object constraints
- B. On the flow of Control
- C. On static model of system
- D. On object(and classes ) and message exchanged among them.**

**Question No:168**

**(Marks:1)**

**Vu-Topper RM**

An architectural style encompasses which of the following elements?

- A. Constraints
- B. Set of components
- C. Semantic models
- D. All of the given**

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**Question No:169**

**(Marks:1)**

**Vu-Topper RM**

In sequence diagram, the solid lines depict:

- A. Objects (or classes) 1
- B. Life-time of an object**
- C. Messages being sent from one object to the other
- D. None of the given option

**Question No:170**

**(Marks:1)**

**Vu-Topper RM**

Data Centered Architectural Style is also called \_\_\_\_

- A. Reference model
- B. Sub System model**
- C. Repository model
- D. Client Server model

**Question No:171**

**(Marks:1)**

**Vu-Topper RM**

When an error is thrown the overall system (on the lookout for this error flag) responds by \_\_\_\_ the error

**Catching**

**Question No:172**

**(Marks:1)**

**Vu-Topper RM**

The form for (;;) should be used for

**Empty loop**

**Question No:173**

**(Marks:1)**

**Vu-Topper RM**

In order to write a p or table code which of the following guideline will not be helpful:

**Using vendor specific language extensions**

**Question No:174**

**(Marks:1)**

**Vu-Topper RM**

Testing individual components independent of other components is called:

**Unit testing**

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